Tick once completed!

MEGA ACTIV
WOLF O'CLOCK

1. Set a playing area with two zones: the Forest (the main area) and the Forest's Edge (an endzone on one end of the playing area) where all players (Sheep,) except 1 (The Wolf), must stand at the start. The Wolf stands on the opposite end of the Forest.

2. The first round starts when the Sheep call out "What time is it, Mr/Mrs Wolf?" The Wolf will respond by saying an hour (e.g. "4 O'Clock").

3. The Sheep then move forward X amount of large steps, where X is the hour the Wolf called.

4. This continues until the Wolf responds with "Lunch Time!" When they do so, all of the Sheep must run back to the Forest's Edge before getting tagged by the Wolf.

5. If a Sheep is tagged, they become a Wolf. Last sheep in wins 1 point; repeat until a sheep gets 3 points.

GAME BOOSTS
Increase or decrease: size/length of the area, or points needed! Change the Wolf each game!
Knock-out: first Sheep tagged each round leaves the game. Last Sheep in is the winner!
1 vs 1: Take it in turns to be the Wolf or Sheep; 3 turns each. 1 point if the Sheep escapes the Wolf.